

# **Mess Solution System**

By

Azharul Islam Nahid (151-35-913)

A project submitted in partial fulfillment of the requirement for the degree of Bachelor of Science in Software Engineering

## Department of Software Engineering DAFFODIL INTERNATIONAL UNIVERSITY

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## APPROVAL

This **Project** titled "**Mess Solution System**", submitted by **Khandaker Azharul Islam Nahid**, **151-35-913** to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Scin Software Engineering and approved as to its style and contents.

#### **BOARD OF EXAMINERS**

Dr. Touhid Bhuiyan

Professor and Head Department of Software Engineering Faculty of Science and Information Technology Daffodil International University

K. M. Imtiaz-Ud-Din Assistant Professor Department of Software Engineering Faculty of Science and Information Technology Daffodil International University

Md. Shohel Arman Lecturer Department of Software Engineering Faculty of Science and Information Technology Daffodil International University

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\_\_\_\_\_

Mr. Shafiul Hasan Managing Director Vivacom Solution, Dhaka Chairman

**Internal Examiner 1** 

**Internal Examiner 2** 

**External Examiner** 

#### DECLARATION

I hereby declare that I have taken this project under the supervision of **Md. Maruf Hassan**, Assistant Professor, Department of Software Engineering, Daffodil International University. I also declare that neither this thesis/project nor any part of this has been submitted elsewhere for award of any degree.

Azharul Islam Nahid ID: 151-35-913 Batch : 16th Department of Software Engineering Faculty of Science & Information Technology Daffodil International University

Certified by:

Md. Maruf Hassan

**Assistant Professor** 

Department of Software Engineering

Faculty of Science & Information Technology

Daffodil International University

## Acknowledgment

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I am very grateful to my Father that he always inspires me and always gives value to my opinion. My mother, who is an Ideal Women to me and my favorite person, has always given me courage and immense love. I am very thankful to parents for their immense love and affection. I am very grateful to my supervisor, **Md. Maruf Hassan** for giving a chance to work with this project.

## **Table of Contents**

Chapter-1 Introduction	1
1.1 Purpose	2
1.2.1 Background	2
1.2.2 Benefits	2
1.3 Stakeholders	3
1.4 Proposed System Model	4
1.5 Project Schedule	5
1.5.1 Gantt chart	5
1.5.2 Milestones/Deliverables	6
Chapter-2 Software Requirement Specification	7
2.1 Introduction	8
2.1.1 Purpose	8
2.1.2Documentation Conventions	8
2.1.3 Product Scope	8
2.1.4 Glossary	9
2.1.5 Overview	10
2.2 User Classes & Characteristics	10
2.2.1 Administration	10
2.2.2 Home Owner	11
2.2.3 Member/User	11
2.2.4 Manager	11
2.3 Design & Implementation Constraints	11
2.3.1 Operating Environment	12
2.3.2 Software Language Used	12
2.3.3 Developments Tools	12
2.3.4 Database Support	12
2.4 Assumptions & Dependencies	12
2.4.1 Hardware Dependencies	12
2.4.2 Browser Dependencies	13

2.5 Functional Requirements	13
2.5.1 User Management	13
2.5.2 Login & Retrieve Password	14
2.5.3 Mess Management	15
2.5.4 Home owner Management	16
2.5.5 Meal Records & Print	16
2.6 External Interface Requirements	17
2.6.1 User Interface	17
2.6.2 Hardware Interface	17
2.6.3 Software Interface	18
2.6.4 User Interface	18
2.6.5 Communication Interface	19
2.7 Requirement Engineering Process	19
2.8 Feasibility Study	19
2.8.1 Economic Feasibility	19
2.8.2 Technical Feasibility	19
2.8.3 Behavioural Feasibility	20
2.9 Requirement Validation	20
2.10 Use Case Diagram	21
2.10.1 User Use Case	21
2.10.2 Home Owner Use Case	26
2.10.3 Admin Use Case	33
2.10.4 Member & Manager Use Case	36
2.11 Non-Functional Requirements	40
2.11.1 Performance Requirements	40
2.11.2 Safety Requirements	40
2.11.3 Security Requirements	40
2.11.3 Safety Requirements	40
2.11.4 Maintainability Requirements	40
Chapter-3 Software Design Specification	41
3.1 Introduction	42

3.1.1 Purpose & Scope	42
3.1.2 Overview	43
3.1.3 General Constraints	44
3.1.4 Goals & Guidelines	44
3.2 System Architecture Description	44
3.2.1 Overview	45
3.2.2 Database Design	47
3.3 Activity Diagram	48
3.3.1 House Book System	48
3.3.2 Mess Management System	49
3.3.3 Home Owner	50
3.4 Sequence Diagram	51
3.4.1 User Sequence Diagram	51
3.4.2 Member Meal Order	52
3.4.3 Home Owner	53
3.5 Data Flow Diagram	54
3.5.1 Context Diagram	54
3.6 Data Design	55
3.6.1 Entity Relationship Diagram	55
3.6.2 Data Dictionary	56
Chapter-4 Test Plan	59
4.1 Testing Features	60
4.1.1 Features To Be Tested	60
4.2 Testing Strategy	61
4.3 Testing Schedule	63
4.4 Testing Environment	64
4.5 Test Cases	64
4.5.1 Log in	65
4.5.2 Required Input Field in All Pages	67
4.5.3 Checking Booking a House	68
4.5.4 Checking Add Menu for mess	69

4.5.5 Checking Select Meals	70
4.5.6 Checking export PDF of total bills of members	71
4.5.7 Checking Log in as Home owner	72
4.5.8 Checking Add house	73
4.5.9 Checking Approve client	74
Chapter-5 User Manual	75
5.1 Log In Page	76
5.2 Home Page	77
5.3 Home Owner Registration	78
5.4 Member Registration	79
5.5 Book a House	80
5.6 Home Page of Member	81
5.7 Order Meal	82
5.8. Select Meal Menu	83
5.9 Manage Members	84
5.10 Member Bills	84
5.11 Print	85
5.12 Vote	86
5.13 Home Owner Homepage	86
5.14 Add House	87
5.15 Edit House Info	88
5.16 Approve Book Request	88
Chapter-6 Conclusion	89
6.1 Project Summery	90
6.2 Limitations	90
6.3 Obstacles and Achievements	91
6.4 Future Scopes	91
6.5 References	91

## List of Figures

4
5
21
26
33
36
45
46
46
46
47
48
49
50
51
52
53
54

Chapter-1 Introduction

#### 1.1 Overview:

Mess Solution is a web based Management System for Students, Bachelors who are searching a place to live for study or Job Matters. By getting the current status of mess & meals per day, to manage the details of Mess Owner this system keep all information about Mess/Home Owner like Name, address, Home Pictures, Papers of his/her House for validate the home owner. Students/Bachelors have a Registration like Home Owner. This system has a feature of finding nearest mess for Clients/Users. There is a manager which can be selected by Voting system where users can vote. After selecting Manager can calculate daily meals, deposit cash, and other expenses. This system will automatically set meal rate and generate a report. Members can also send meal cancellation request to manager.

#### 1.2 Purpose

Mess Solution is a Management and Mess finder system where users can easily find nearest Mess in their Destination and after joining mess they can manage the mess like order meals, getting their all expenses via online by one click.

#### **1.2.1 Background**

In our country many students, bachelors come from village for educational/job matters. So they have to find a Place to live and for that they have to search here and there and if they find one they have to manage foods and other expenses. It is very time consuming and hard for them to maintain study or Job. That's why I proposed an idea to my Supervisor **Md. Maruf Hassan**. Then my teacher has given me an opportunity to work with this project.

#### **1.2.2 Benefits**

Mess Solution is very beneficial because:

- 1. It consumes time & money.
- 2. It will generate meal rate automatically.
- 3. Easy to find nearest Mess.
- 4. Validate Mess Owner.
- 5. Voting System.
- 6. Easy to Use.
- 7. Safe & Secure.

#### **1.3 Stakeholders**

There are many members associate with this project. They have helped to develop the system directly or indirectly.

#### **Internal Stakeholders:**

- 1. Students
- 2. Bachelors
- 3. Manager
- 4. Admin

#### **External Stakeholders:**

- 1. Home Owner
- 2. Chef

### 1.4 Proposed System Model (Block Diagram)

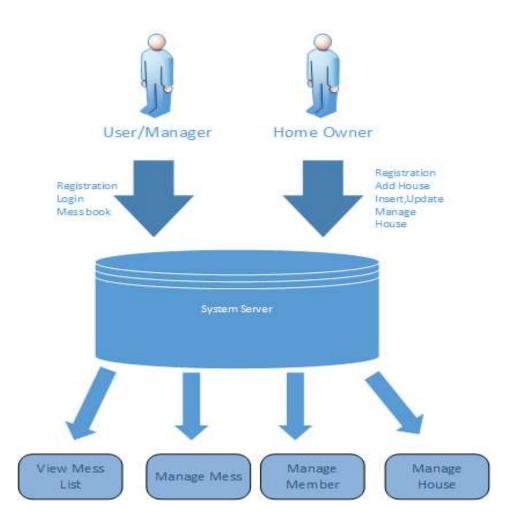


Figure 1.1 Block Diagram for Propose System Model

In this system Home Owner can add his/her house for rent and then they can update house information, watch which users want to join the house, can approve them after getting confirmation from users. User can Book mess/house and manager manage the whole system online like Meal orders, all member expenses. Member can View their whole expenses and can print their total expenses.

## **1.5 Project Schedule**

For developing project or something else, schedule helps for proper planning. I also make a schedule for developing and executing my project properly.

## **1.5.1 Gantt Chart**

Stakeholders will get a clear view of this project, about its completion time by seeing the following gantt chart.

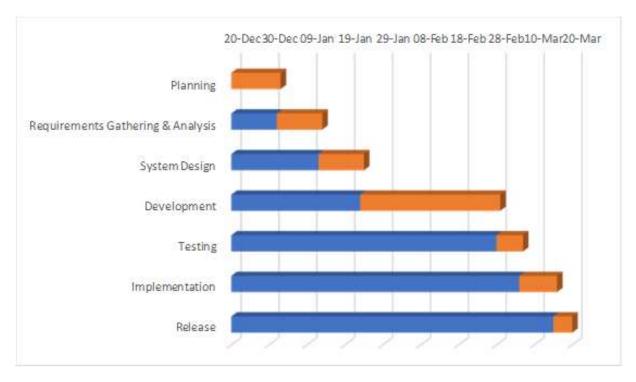


Figure 1.2: Gantt Chart

## **1.5.2 Milestone/Deliverables**

Milestone, it is a time frame of project. That will define the project task.

Project milestones are as follows:

Task no.	Task Name	Duration
01	Planning	13 Days
02	Requirements Gathering & Analysis	12 Days
03	System Design	12 Days
04	Development	37 Days
05	Testing	7 Days
06	Implementation	10 Days
07	Release	5 Days
	Total	96 Days

Table 1.1: Milestone

Chapter-2

**Software Requirement Specifications** 

#### **2.1 Introduction**

#### 2.1.1 Purpose

The purpose of this document is to describe all the requirements for the targeted system- Mess Solution. The intended audience includes all stakeholders in the potential system. Developers should consult this document and its revisions as the only source of requirements for the project. They should not consider any requirements statements, written or verbal as valid until they appear in this document or its revision.

#### **2.1.2 Documentation Conventions**

This SRS is divided into sections detailing an overall description, the external interface requirements, system features, and other non-functional requirements. As this is the final draft, any future modifications of this document would involve adapting the product to changing systems and uses. Once read, it is evident that each section is important to the overall SRS and significant to the project in its own right.

#### 2.1.3 Product Scope

The proposed software product is Mess finder and management system for Students and Bachelors. It will be used to maintain mess lists, user's meal per day history and total expenses and home owner details. Users can use this app for find mess by their choice and location. Then they can book a mess if any user first book a mess then he will be considered as Manager for first comer. Then any user will be a member under that manager. Mess member can vote for select a manager for the mess to maintain members all services. House owner can add house for rent and any user want to book then house owner will be notified and then approve that user if all payment is done. In mess management section mess members can select meal and time and order it to manager then manager will maintain the rest. Mess members will be able to see their total expenses from date wise. This system will be able to generate a PDF file of all expenses from date wise of each members .There is Super Admin also in this system he can manage all members and house owner. Admin can add meal name and price and maintain users.

## 2.1.4 Glossary

Here there are some clarifications of the terms uses in this documents and also some explanation related to Mess Solution System.

Terms	Definition
Mess Finder	User can search mess by district or area then
	book it.
Mess Management	After booking mess, mess member can select
	meal and meal times.
Members Record	This system keeps all members expense
	records. Members can see the total amount of
	meal they ordered and other expenses.
Home Owner	Home Owner can add their house for rent and
	maintain members by approving them after
	getting the payment.
Generate Reports	This system will be able to export PDF of
	member's expense lists.
Vote System	When any member first book a house then that
	member automatically will be a manager.
	After that if more users book for that house as
	a member and they can vote for who will be
	the manager of that mess
Approval System	Admin can approve, suspend or delete
	members/Home Owner. Home Owner can
	approve members after getting payment.
	Manager can approve/delete member for that
	house where that member is manager.

Table 1.2: Glossary

#### 2.1.5 Overview

This Software Requirements Specification (SRS) specifies all the requirements for Mess Soluton. Various techniques such as interviews, brain storming and idea reduction, use cases and prototyping were used to elicit the requirements and we have identified the needs, analyzed and refined them. The objective of this document therefore is to formally describe the system's high level requirements including functional requirements, non-functional requirements and constraints. The detail structure of this document is organized as follows:

Section 2 of this document provides an overview of the domain that the proposed software mess solution system will support. These include a general description of the product, user characteristics, general constraints, and assumptions for this system. To contrast, in section 3 all the design and Implementation constraints are given as well the Assumptions and Dependencies are described concisely in the Section 5. Section 6 includes the system features having all the functional requirements along with their rationale. Section 7 presents the details of the external interface requirements. Finally section 9 contains the other non-functional requirements.

#### 2.2 User Classes & Characteristics

#### 2.2.1 Administrator

In the Mess Solution System the major and sensitive role is played by the Admin. The admin will define all the process of Mess Management System. To illustrate, he will define the meal item name, meal item's price and data entry of the users.

Admin will be able to monitor all order list with total expenses. All types of approval such as user approve/suspend/delete and house delete or account modify will be done by the system via admin.

#### 2.2.2 Home Owner

For a mess finder system there should be home owner. In this system home owner can register with necessary information like NID, house papers, house pictures etc. After registration home owner can add house and monitor member of each house they added. There are also house id for each house. There are also approval system in home owner section, if any user book any house home owner get a notification in approval section then after getting the payment that user will be a member/manager of that house/mess.

#### 2.2.3 User/Member

After booking the mess, home owner approve users and they became members of that mess. Member can select meal and meal times from the system. They will be able to see their total expenses in View My Orders Section with Print Option. Whenever member of any mess want to leave they can print their all expenses list by starting date easily.

#### 2.2.4 Manager

There are also manager section in this system. If any user first book a house where no one join yet that user will be first recognized as a manager of that mess. Then under that manager user will join as a member and manager can manage all members and maintain all necessary tasks like view all orders by member, their expenses etc. There are also Vote system for choosing manager among members.

## 2.3 Design & Implementation Constraints

## **2.3.1 Operating Environment**

The Mess Solution System will be web based system. Thus anyone having a browser can hit the specific link and can get access to it. Thus it will ensure its best usage and will ease the means of getting access to the system. Moreover it will remove the complexities of running the system in multiple platforms as it will be deployed in a web server.

#### 2.3.2 Software Language Used

The application will be developed using PHP MY ADMIN 5.6.0. The used language will be PHP (raw), MySQLi(Query Language) and the front end will be developed using HTML, JavaScript, Bootstrap and JQuery. Besides for eye soothing user interface experience CSS 5 will also be used.

#### **2.3.3 Developments Tools**

For the development purpose editor Sublime Text 3 and Xampp will be used. For handling different database operations PHP My Admin 5.6.0 will be used.

#### **2.3.4 Database Support:**

The database that will be used is PHP MY ADMIN 5.6.0 I have used MySQL database to store data of my projects data. Because this database server provides huge storage and this server is very easy to use.

#### 2.4 Assumptions & Dependencies

#### **2.4.1 Hardware Dependencies**

To operate the system the following hardware dependencies are needed:

- 1. Runs on any x86-64 machine.
- 2. Depending on the number of users it server, it'll need a reasonably powerful machine to perform its tasks. The actual requirements will be profiled at a later phase.
- 3. Every user must have internet connectivity devices to use the system.

#### **2.4.2 Browser Dependencies**

The system is based on web; therefore no custom tailored client is required to access it. However, SIS will be compatible with any JavaScript enabled open standard browsers, and it will also support Internet Explorer (IE), Mozilla Firefox (any latest version) and other compatible browsers.

#### **2.5 Functional Requirements**

Before identification of the requirements we needed the comprehensive engagement and lighting quick coordination with the stakeholders. This accelerates the entire requirements management process by orchestrating the flow of information and processes across different team members and stakeholders. Again this is combined with hybrid agile and waterfall development methodologies and tools. Flexible workflows and automatic notifications streamline communication, review, and approval of requirements across stakeholders, while common metrics and dashboards ensure everyone is on the same page. So, the listed requirements go with all the previous processes.

#### 2.5.1 User Management

User management is the task of admin where the key roles is to give input the user ids and approves the users.

<b>Requirement No:</b>		
	Requirement	
UM-001	Add user with username, password, user-type and email-id.	
UM-002	Password should be given twice to match	
UM-003	Password should be in md5 format	
UM-004	Approve a user's information	

Table 1.3: User

## 2.5.2 Login & Retrieve Password:

Here, the requirements are based on the task of login system and password retrieval by the users including members, home owner.

Requirement No:	Requirement
LP-001	While login match the username with
	user type
LP-002	User will get the functionalities of
	his/her type
LP-003	While retrieving the password (if
	forgot) user should provide the
	username and email id
LP-004	System will mail a link to that user
	containing the password
LP-005	With the new password link user will
	give his/her favourable password.
LP-006	Update the new reset password

Table 1.4: Login & Retrieve Password

## 2.5.3 Mess Management

The most complex part is the mess management where there is a dependency of admin and mess members.

Requirements No:	Requirements
MM-001	Assign Meal Items
MM-002	Assign Meal Price
MM-003	Select Meal Item
MM-004	View Members Orders
MM-005	Vote Members for select manager
MM-006	Manager can view all Member and Manager
MM-007	their bills Manager will set meal item and meal rate each
MM-008	day.     Manager will suspend/delete any member if any
	suspicious activity found

Table 1.5: Mess Management

## 2.5.4 Home Owner Management

Requirements No:	Requirements
HWM-001	Home owner can register with house details.
HWM-002	Add House
HWM-003	Manage Applicants
HWM-004	View Registered house
HWM-005	Insert,update,delete house information and user information
HWM-006	Admin can view all home owner registered in the system
HWM-007	Admin can suspend if any suspicious activity found

## 2.5.5 Meal Records & Print

Requirements No:	Requirements
MR-001	Members can view all meal records.
MR-002	Members can export PDF of meal records.

Table 1.6: Meal Records & Print

## 2.6 External Interface Requirements

#### 2.6.1 User Interface

The user interface is a key to application usability. There are Recently Added Section and Division wise mess finding interface in the system. In Login/Register interface there are select option of how user login or register in the system. User can login by select user in the select role option so as Home Owner and Admin.

#### 2.6.2 Hardware Interface

It will run in a general-purpose computer system with general-purpose hardware and software. It Requires:

- Processor: Dual Core or above
- Ram: 2 GB or above
- Hard Disk Drive: 10 GB or above.

#### **2.6.3 Software Interface**

To the end-user there is no need of any extra software to be installed. It is to be mentioned that, the user need JavaScript enabled browsers to run the system. For OS, there has no boundary or strict rules, can run smoothly in any OS. However, through the channel the cryptography should be maintained through the whole system as the user can access it through internet also.

#### **2.6.4 Communication Interface**

All sorts of communications between server and client programs will be using Hyper Text Transmission Protocol (HTTP) and the messaging will be done by XML format. As a result, any user using standard communication protocols can communicate with the mess solution system without any protocol conversion or any other hassles.

#### 2.7 Requirement Engineering Process

#### 2.8 Feasibility Study

In this document of SIS we are also providing some feasibility which will support the system and also give more litheness. For these we gave emphasize on the following topics.

#### 2.8.1 Economic Feasibility

Economic analysis is most frequently used for evaluation of the effectiveness of the system. More commonly known as cost/benefit analysis the procedure is to determine the benefit and saving that are expected from a system and compare them with costs, decisions is made to design and implement the system.

This part of feasibility study gives the top management the economic justification for the Mess Solution System. A simple economic analysis that gives the actual comparison of costs and benefits is much more meaningful in such cases.

In the system, the authority is most satisfied by economic feasibility. Because, just only with the initial server settlement, it need not require any additional hardware resources as well as it will be saving lot of time.

#### 2.8.2 Technical Feasibility

Technical feasibility centres on the existing manual system of the test management process and to what extent it can support the system. According to feasibility analysis procedure the technical feasibility of the system is analysed and the technical requirements such as software facilities, procedure, inputs are identified. It is also one of the important phases of the system development activities. The system offers greater levels of user friendliness combined with greater processing speed. Therefore, the cost of maintenance can be reduced. Since, processing speed is very high and the work is reduced in the maintenance point of view management convince that the project is operationally feasible.

#### 2.8.3 Behaviroual Feasibility

People are inherently resistant to change and computer has been known to facilitate changes. An estimate should be made of how strong the user is likely to move towards the development of computerized system. These are various levels of users in order to ensure proper authentication and authorization and security of sensitive data of Mess Solution System.

#### 2.9 Requirement Validation

Through the all process of Software Requirement Elicitation we endure different type and level of requirements. From these huge requirements we have already thrashed out the functional requirements. But there are some validations of these requirements like in the registration process of the user in the system. However, all these are not accepted and for that we have ensured these with the stakeholders throughout the elicitation process.

As, the requirements validation is critical to successful system product development and implementation. Requirements are validated when it is certain that the subject set of requirements describes the input requirements and objectives such that the resulting system products can satisfy the requirements and objectives.

The Requirements Validation Process helps ensure that the requirements are necessary and sufficient for creating design solutions appropriate to meeting the exit criteria of the applicable engineering life cycle phase and of the enterprise-based life cycle phase in which the reengineering efforts occur.

Key activities of requirements validation are:

• Conduct requirements reviews to validate that requirements are correct, unambiguous, complete, consistent, ranked for importance, verifiable (testable), modifiable, and traceable. Review teams should include end user representatives and customer representatives, in addition to the developer participants. Use quality checklists as an aid to the review process.

• Use prototyping to validate requirements. Prototypes demonstrate assumptions and actual understandings and can alert the team to mismatches between the written requirement and the interpretation carried forward in the prototype.

• Validate the conceptual models developed during analysis.

• Plan how each requirement will be verified establish acceptance tests. Perform the validation of any requirements document provided by the acquirer at the time of contract award we can ensure that our requirements specifications have the following characteristics:

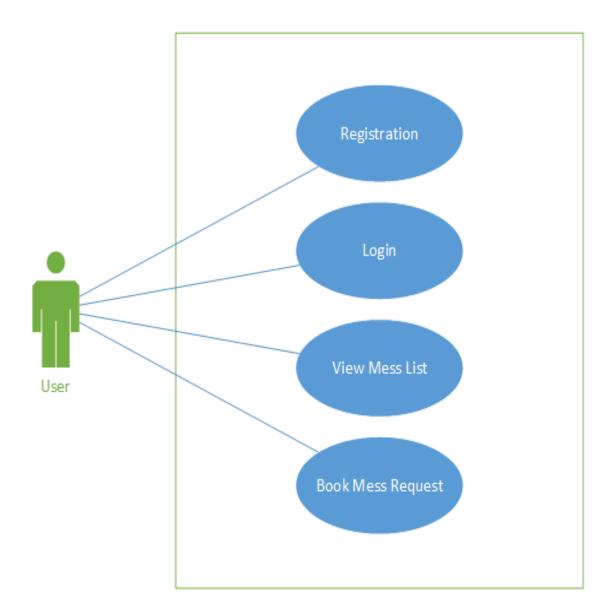
• Lack of ambiguity

- Conciseness Minimal number of words used and presented in a distinct visual form
- Completeness The specification contains all requirements known to date
- Consistency There are no conflicting requirements

Traces to origins – The source/origin of each requirement are identified. It may have evolved from a more general requirement, result from a conversation with a user, result from adoption of a standard, or adhering to a new regulation.

## 2.10 Use Case Diagrams

## 2.10.1 User Use Case



## Figure 2.1: Use case- User

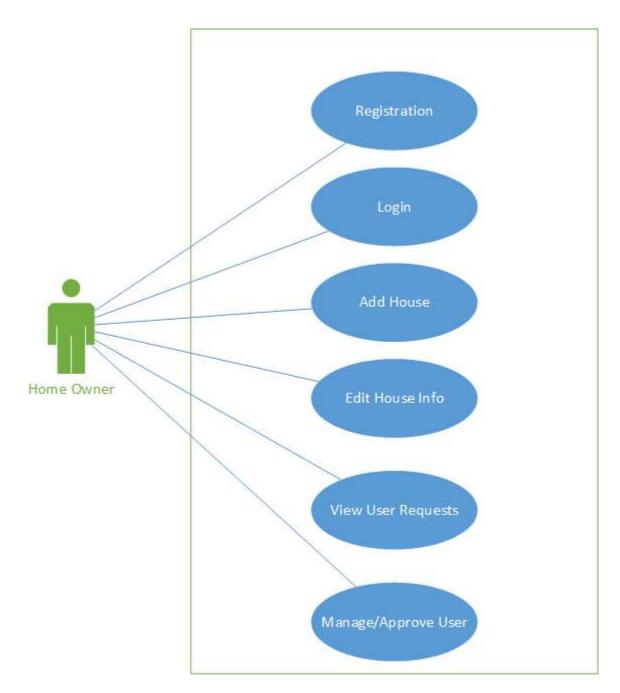
Use Case No.	1.1
Use Case Name	Registration
Actor	User
Descriptions	Allowing users to registrations first
Precondition	User should remain in the registration page
Trigger	Click to "User Sign Up "Link
Flow of Events	<ul> <li>Nine text fields to give details about users.</li> <li>Write the Full Name, Email etc on those fields and click the Submit button.</li> </ul>
Post Condition	User must be in registration page

Use Case No.	1.2
Use Case Name	Login
Actor	User
Descriptions	Allowing users to login into the
	system
Precondition	User should remain in the login page
Trigger	Select role "Member/Manager" and
	Click to "Login "Link
Flow of Events	
	• Two text fields to give input of the
	username and password respectively
	•Write the username and password
	on that field and click the login
	_
	button
Post Condition	User must be logged into the system

Use Case No.	1.3
Use Case Name	View House/Mess List
Actor	User
Descriptions	Allowing users or visitors to view
	mess/house list
Precondition	User should remain in the Home
	page
Trigger	Search URL and Enter "
	www.messsolution.com" Link
Flow of Events	
	• Users can watch division wise or
	area wise house list in the home
	page.
	• Click to any mess and choose.
Post Condition	User must be in homepage

Use Case No.	1.4
Use Case Name	Book Mess/House Request
Actor	User
Descriptions	Allowing users to Book a House.
-	
Precondition	User should remain logged into
	their account
Triggor	Click to "Book now" Link.
Trigger	Click to Book now Llik.
Flow of Events	Click book now for book a House
Flow of Events	· Click book now for book a flouse
	• Home Owner will get a request of
	user after asking for book
	user after asking for book.
Post Condition	User must be registered
	4

## 2.10.2 Home Owner Use case



# Figure-2.2: Use Case-Home Owner

Use Case No.	2.1
Use Case Name	Registration
Actor	Home Owner
Descriptions	Allowing home owner to registrations first
Precondition	Home Owner should remain in the registration page
Trigger	Click to "Home Owner Sign Up " Link
Flow of Events	<ul> <li>Nine text fields to give details about house.</li> <li>Write the Full Name, Email, House Name, House Pictures etc on those fields and click the Submit button.</li> </ul>
Post Condition	Home owner must be in registration page

Use Case No.	2.2
Use Case Name	Login
Actor	Home Owner
Descriptions	Allowing Home owner to login
	into the system
Precondition	Home owner should remain in the
	login page
Trigger	Select role "Home Owner" and
	Click to "Login "Link
Flow of Events	• Two text fields to give input of
	the username and password
	respectively.
	•Write the username and password
	on that field and click the login
	button
Post Condition	Home owner must be logged into
	the system

Use Case No.	2.3
Use Case Name	Add House
Actor	Home Owner
Descriptions	Allowing home owner to add
	house for rent
Precondition	Home owner must be logged into
	home owner's account
Trigger	Click to "Add House" Link
Flow of Events	• Eight text fields to give input of
	the house details such as house
	title, house picture, price etc
	respectively
	•Fill up all fields about house
	details and click "submit" button.
Post Condition	Home owner must be logged into
	the account

Use Case No.	2.4
Use Case Name	Edit House Info
Actor	Home Owner
Descriptions	Allowing home owner to edit house
	info
Precondition	Home owner should remain in the
	Edit page
Trigger	Select role "Home Owner" and
	Click to "My House " Link
Flow of Events	• Edit House Title
	• Edit House Details
	Change House Pictures
	Change Payment
Post Condition	Home owner must be logged into the
	account

Use Case No.	2.5
Use Case Name	View User Request
Actor	Home Owner
Descriptions	Allowing home owner to view user request about booking
Precondition	Home owner should remain in the My Clients page
Trigger	Select role "Home Owner" and Click to "My Clients" Link
Flow of Events	• Home owner can see which users want to book the house.
Post Condition	Home owner must be logged into their account.

Use Case No.	2.6
Use Case Name	Manage/Approve User
Actor	Home Owner
Descriptions	Allowing home owner to view user request about booking and approve the request or delete them
Precondition	Home owner should remain in the My Clients page
Trigger	Select role "Home Owner" and Click to "My Clients" Link
Flow of Events	<ul> <li>Click the approve button to approve user request.</li> <li>Click the delete button to delete any user.</li> </ul>
Post Condition	Home owner must be logged into their account.

### 2.10.3 Admin Use case

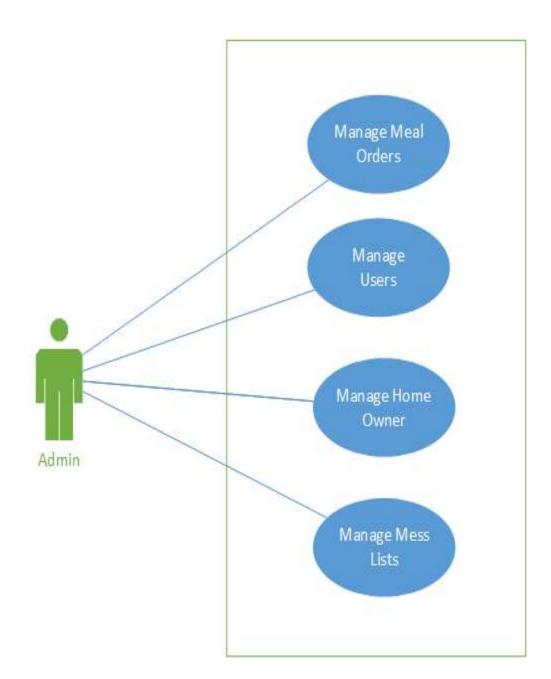


Figure-2.3: Use Case - Admin

Use Case No.	3.1
Use Case Name	Manage Meal Orders
Actor	Admin
Descriptions	View all orders of all users in the
	entire system
Precondition	Login
Trigger	Click to "View all Orders" Link
Flow of Events	• View orders list with expenses of
	all users.
	• Write user-id to find specific user's
	order in the search box by user name
Post Condition	

Use Case No.	3.2
Use Case Name	Manage Users
Actor	Admin
Descriptions	View all users in the entire system
Precondition	Login to Admin Panel
Trigger	Click to "View all User" Link
Flow of Events	• Approve User.
	• Suspend User.
	• Delete User.
Post Condition	Store changes to database

Use Case No.	3.3
Use Case Name	Manage Home Owner
Actor	Admin
Descriptions	View All Home owner in the entire system
Precondition	Login to Admin Panel
Trigger	Click to "View all Home Owner" Link
Flow of Events	<ul><li> Approve home owner.</li><li> Suspend home owner.</li><li> Delete home owner.</li></ul>
Post Condition	Store changes to database

Use Case No.	3.4
Use Case Name	Manage Mess Lists
Actor	Admin
Descriptions	View all mess lists in the entire system
Precondition	Login to Admin Panel
Trigger	Click to "View all adds" Link
Flow of Events	• Delete Mess
Post Condition	Store changes to database

### 2.10.4 Member and Manager Use Case

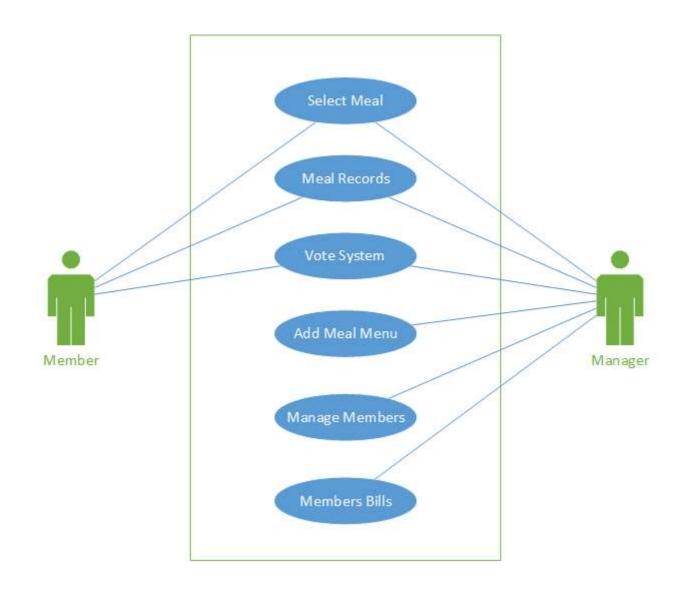


Figure-2.4: Use Case – Member & Manager

Use Case No.	4.1
Use Case Name	Select Meal
Actor	Mess Member & Manager
Descriptions	Mess Member can select meal and
	meal time per day.
Precondition	Must be join in a mess as a member
	and logged in
Trigger	Click to "Select Meal" Link
Flow of Events	Select Meal from the list
	• Select time
	Click Submit Button
Post Condition	Store in the database

Use Case No.	4.2
Use Case Name	Meal Records
Actor	Mess Member & Manager
Descriptions	Mess Member can view their Meal
	Records.
Precondition	Must be join in a mess as a member
	and logged in
Trigger	Click to "My Orders" Link
Flow of Events	View All Order Records
	• Select Print option for export PDF
	of Meal Records.
Post Condition	Member must be logged in

Use Case No.	4.3
Use Case Name	Vote System
Actor	Mess Member & Manager
Descriptions	Mess member & manager
	can vote among members for finding
	manager.
Precondition	Must be join in a mess as a member
	and logged in
Trigger	Click to "Vote" Link
Flow of Events	• Select a member name from the list
	Click Submit Button
Post Condition	Store in the database

Use Case No.	4.4
Use Case Name	Add Meal Menu
Actor	Manager
Descriptions	Allows manager to add menu per day for members
Precondition	Must be join in a mess and logged in
Trigger	Click to "Add Meal Menu" Link
Flow of Events	• Select Meal item name from the list
	• Select Price
	Click Submit Button
Post Condition	Store in the database

Use Case No.	4.5
Use Case Name	Manage Members
Actor	Manager
Descriptions	Manager will be able to see all member associated with that mess where he is manager
Precondition	Must be join in a mess and logged in
Trigger	Click to "My Members" Link
Flow of Events	<ul><li>View Members list</li><li>Approve/Delete Member</li></ul>
Post Condition	Must be join in a mess and logged in

Use Case No.	4.6
Use Case Name	Member Bills
Actor	Manager
Descriptions	Manager will be able to see all members order list with bills
Precondition	Must be join in a mess and logged in
Trigger	Click to "Member Bills" Link
Flow of Events	• View Members Order List with Bills
Post Condition	Must be join in a mess and logged in

### 2.11 Non-Functional Requirements

### **2.11.1 Performance Requirements**

Server software does not require any special hardware other than the minimum hardware required for running enterprise OS. Extra disk storage will be required for archives and electronic documents. Increases of memory enables efficient query processing, which is required for quick bibliographic search. Two server grade processors with clock speed 3.0 Ghz, at least 8GB RAM and 300 GB hard disk is recommended for the server. Client machine with recommended hardware required for desktop operating system and web browser (with open JavaScript enable).

### 2.11.2 Safety Requirements

As per work place safety rules and the server room where the server is supposed to be placed and the monitoring people.

### 2.11.3 Security Requirements

There are two security requirements

- Login as Home Owner
- Login as Member

To get access to this system or a specific module the system must provide an authentication mechanism. To prevent anyone to exploit stolen data all user's password must be encrypted in hash process.

### 2.11.4 Maintainability Requirements

There is a Database for store Users data. Users can insert, update, delete any time and this data will be stored and update at any time.

# Chapter-3 Software Design Specification

### **3.1 Introduction**

This section provides an overall bird's eye view of the system. It defines what the system is supposed to do and what the system will cover, as well as what the system will not include. It also includes a brief overview of the whole document.

### 3.1.1 Scope & Goals

This Mess Solution is a web based application where users can manage a mess, House Owner can add house they wish to Rent and mess finder for users.

It maintains mess member's daily meal rate, all expenses of members during staying in the mess. Also house owner can maintain all members in each owners account.

The purpose of the system is to simplify the mess finding and management system. To achieve this, the system must also perform a set of other tasks. They're listed below:

- 1. The system needs to have the ability to add or remove house in the Home owner section.
- 2. The system needs to have the ability to add meal, delete meal, view each members total order list in mess member section.
- 3. The system will have the feature to find nearest house from user's location.
- 4. The system will have the interface to let member print their full expense list.
- 5. The system will have the feature to approve members only if they confirm the payment to home owner.

### **3.1.2** Overview of the Document

The document aims to provide an insight into the overall design of the whole system. The whole document is divided into 10 chapters. Each of the chapters will describe different aspects of the design.

Section	Overview
Design Consideration	This section focuses in the assumptions of the operating environment, and the hardware and software requirements for running the system. Additionally, it'll include the general constraints, and goals and guide lines of the system.
System Architecture	This section contains two things: description of the components of the system, and class diagram.
Architectural design	This section contains architectural representation, as well as activity diagrams
Data Design	Most of the contents of this section cover about the database of the system Primarily; it'll contain the entity-relationship diagram, and the data dictionary
Use case	Provides description about the actors and their roles, and how the actors interact and in which sequence they interact with the system.

Data Flow Diagram	Contains context level diagram, 0-DFD and 1-
	DFD.

### **3.1.3 General Constraints**

The general constraints on the development system are as follows:

- The system will not be accessible to unauthorized users.
- All data transmitted to the central database will be encrypted.
- Time consuming and User friendly system.

### 3.1.4 Goals & Guidelines

The goals of Mess Solution System are to deliver the following:

• An efficient and effective mess finder and management system that include mess management,

member management etc.

- A tool where data is safe and secure.
- A well-designed system that can handle thousands of concurrent users, can process thousands of requests simultaneously and stable.
- A well-organized mess finder system where user easily find mess without stress

### **3.2 System Architecture Description**

The core models and functionalities which are derived from the functional requirements are generated as basic components of the systems. By this section it will be very clear for the development team to find out all these at a glance.

### 3.2.1 Overview of Modules & Components

The Mess solution system have four basic modules-

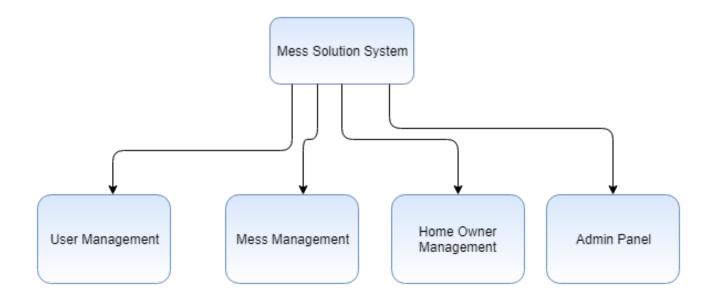


Figure 3.1: Basic Modules of Mess Solution System

The user management must have the following components:

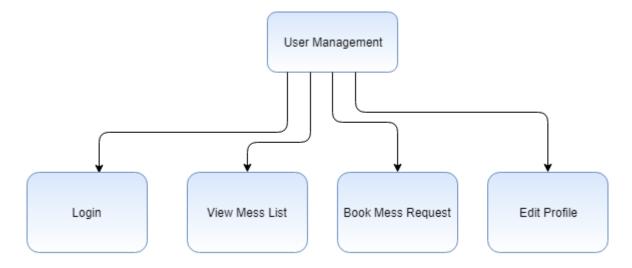


Figure 3.2: Components of User Management

The mess management must have the following components:

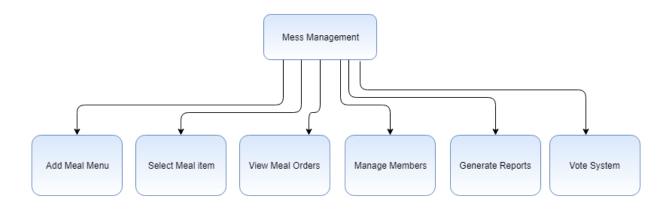


Figure 3.3: Components of Mess Management

The Home Owner Management must have the following components:

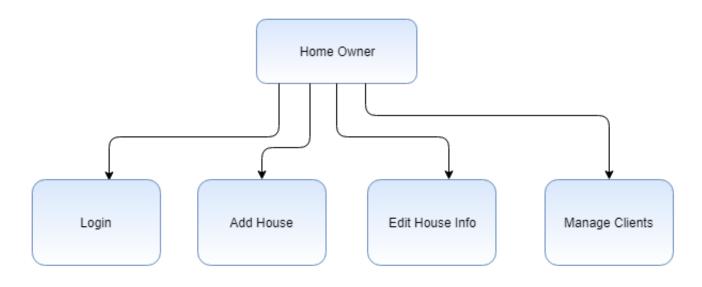


Figure 3.4: Components of Home Owner.

### 3.2.2 Class Diagram (Database Design)

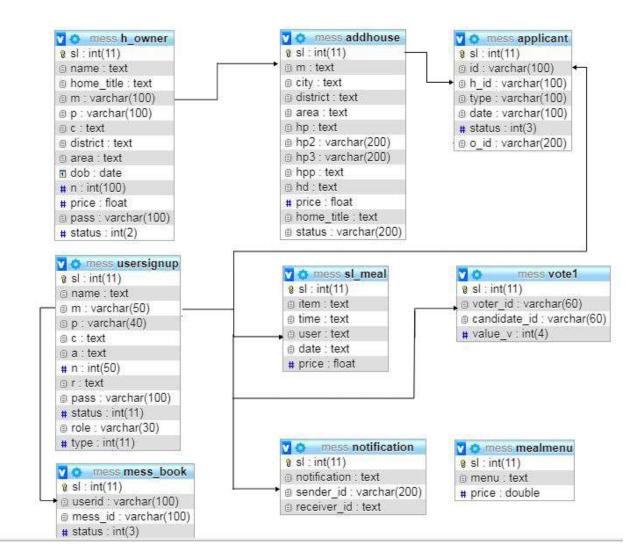


Figure 3.5: Class Diagram

### **3.3 Activity Diagram**

### 3.3.1 Book a Mess

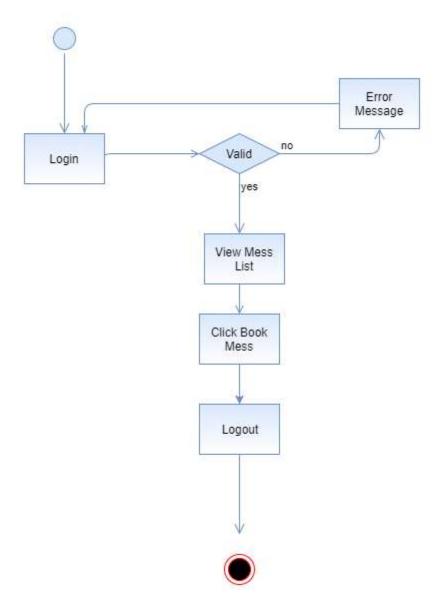


Figure 3.6: Activity Diagram For Book a Mess

### 3.3.2 Mess Management System

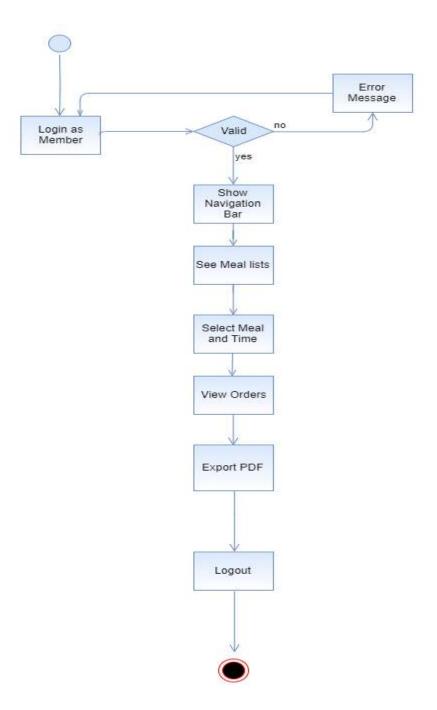
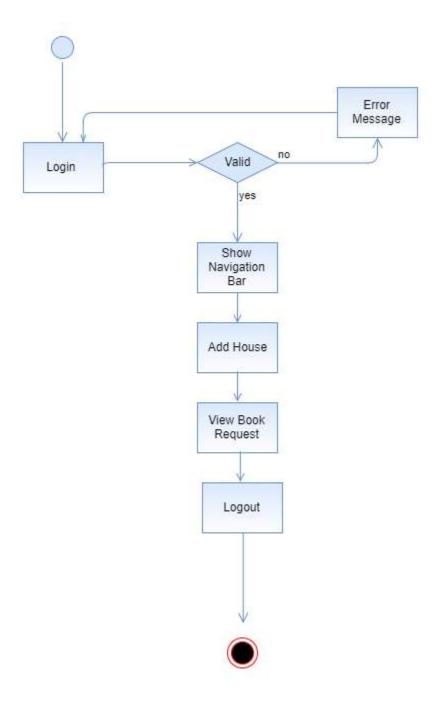
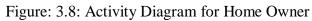


Figure: 3.7: Activity Diagram for Mess Management System

### 3.3.3 Home Owner





### **3.4 Sequence Diagram**

### **3.4.1 System Sequence Diagram for User/Member**

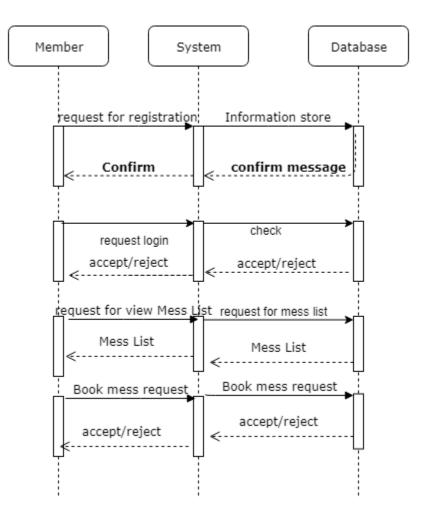


Figure: 3.9: Sequence Diagram for User

### 3.4.2 Sequence Diagram for Member Meal Order

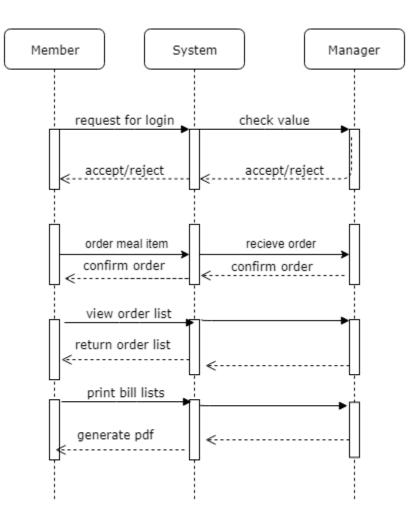


Figure: 3.10: Sequence Diagram for Meal order system

### 3.4.3 Sequence Diagram for Home Owner (Add House)

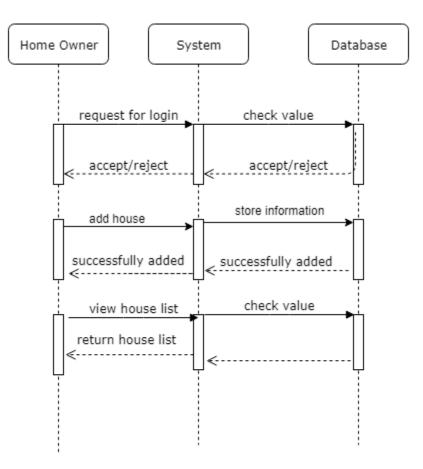


Figure: 3.11: Sequence Diagram for Home Owner.

### 3.5 Data Flow Diagram

### 3.5.1 Context Diagram

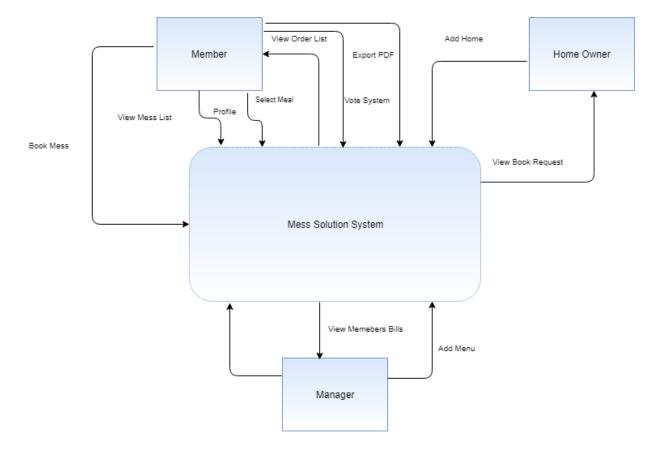
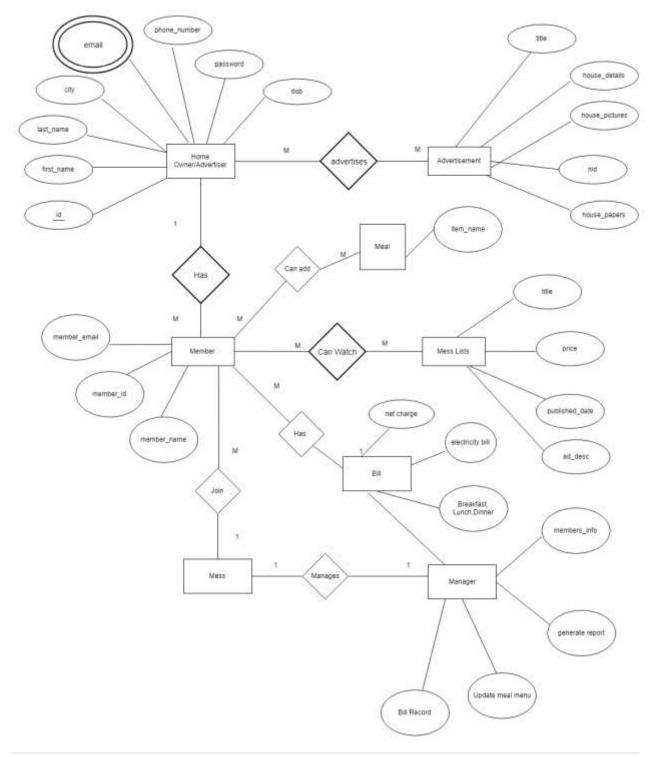


Figure 3.12: Data Flow Diagram

## 3.6 Data Design

## 3.6.1 Entity Relationship Diagram



## **3.6.1 Data Dictionary**

### **Mess Book**

#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra	Action			
1	sl 🔑	int(11)			No	None		AUTO_INCREMENT	🥜 Change	Orop	▼ !	More
2	userid	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	\ominus Drop	~ 1	More
3	mess_id	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	~ 1	More
4	status	int(3)			No	None			🥜 Change	😑 Drop	▼	More

## Meal Menu

#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra	Action			
1	sl 🔑	int(11)			No	None		AUTO_INCREMENT	🥜 Change	🔵 Drop	▼	More
2	menu	text	latin1_swedish_ci		No	None			🥜 Change	🔘 Drop	▼	More
3	price	double			No	None			🥜 Change	🔘 Drop	▼	More

## Select Meal

#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra	Action			
1	sl 🔑	int(11)			No	None		AUTO_INCREMENT	🥜 Change	😂 Drop	▼	More
2	item	text	latin1_swedish_ci		No	None			🥜 Change	😑 Drop	▼	More
3	time	text	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	~	More
4	user	text	latin1_swedish_ci		No	None			🥜 Change	😑 Drop	▼	More
5	date	text	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼	More
6	price	float			No	None			🥜 Change	😂 Drop	▼	More

## **House Book Request**

	#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra	Action		
	1	sl 🔑	int(11)			No	None		AUTO_INCREMENT	🥜 Change	🔵 Drop 🔻 Mor	е
	2	id	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	😂 Drop 🗢 Mor	е
	3	h_id	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	😂 Drop 🗢 Mor	е
0	4	type	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	🥥 Drop 🔻 Mor	e
	5	date	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	🥥 Drop 🔻 Mor	е
	6	status	int(3)			No	None			🥜 Change	🤤 Drop 🔻 Mor	e.
	7	o_id	varchar(200)	latin1_swedish_ci		No	None			🥜 Change	😂 Drop 🔻 Mor	е

## **House Owner**

#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra	Action			
1	sl 🔑	int(11)			No	None		AUTO_INCREMENT	🥜 Change	🔵 Drop	▼	More
2	name	text	latin1_swedish_ci		No	None			🥔 Change	🔵 Drop	~	More
3	home_title	text	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼	More
4	m	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼	More
5	р	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	▼	More
6	c	text	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼	More
7	district	text	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼	More
8	area	text	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	▼	More
9	dob	date			No	None			🥜 Change	😂 Drop	▼	More
10	n	int(100)			No	None			🥔 Change	🔵 Drop	▼	More
11	price	float			No	None			🥜 Change	😂 Drop	▼	More
12	pass	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	🕒 Drop	▼	More
13	status	int(2)			No	None			🥜 Change	Drop	▼	More

## **Add House**

	#	Name	lype	Collation	Attributes	Null	Default	Comments	Extra	Action			
	1	sl 🤌	int(11)			No	None		AUTO_INCREMENT	🥜 Change	Drop	▼ M	lore
	2	m	text	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	▼ M	lore
	3	city	text	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼ M	lore
	4	district	text	latin1_swedish_ci		No	None			🥜 Change	😑 Drop	▼ M	lore
	5	area	text	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼ M	lore
	6	hp	text	latin1_swedish_ci		No	None			🥜 Change	\ominus Drop	▼ M	lore
	7	hp2	varchar(200)	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼ M	lore
	8	hp3	varchar(200)	latin1_swedish_ci		No	None			🥜 Change	🕒 Drop	▼ M	lore
8	9	hpp	text	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	<b>▼</b> M	lore
	10	hd	text	latin1_swedish_ci		No	None			🥜 Change	😑 Drop	▼ M	lore
	11	price	float			No	None			🥜 Change	😂 Drop	▼ M	lore
	12	home_title	text	latin1_swedish_ci		No	None			🥜 Change	😑 Drop	▼ M	lore
0	13	status	varchar(200)	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	₩ M	lore

## Vote

#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra	Action		
1	sl 🔑	int(11)			No	None		AUTO_INCREMENT	🥜 Change	😂 Drop	➡ More
2	voter_id	varchar(60)	latin1_swedish_ci		No	None			🥔 Change	🔵 Drop	▼ More
3	candidate_id	varchar(60)	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼ More
4	value_v	int(4)			No	None			🥜 Change	😂 Drop	▼ More

## User

	#	Name	туре	Collation	Attributes	NUII	Detault	comments	Extra	Action			
	1	sl 🔑	int(11)			No	None		AUTO_INCREMENT	🥜 Change	😂 Drop	▼	More
	2	name	text	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	▼	More
	3	m	varchar(50)	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	~	More
	4	р	varchar(40)	latin1_swedish_ci		No	None			🥜 Change	\ominus Drop	▼	More
	5	с	text	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	▼	More
	6	a	text	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	~	More
	7	n	int(50)			No	None			🥜 Change	🔵 Drop	▼	More
	8	r	text	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	$\nabla$	More
	9	pass	varchar(100)	latin1_swedish_ci		No	None			🥜 Change	😂 Drop	▼	More
$\Box$	10	status	int(11)			No	None			🥜 Change	🔵 Drop	▼	More
	11	role	varchar(30)	latin1_swedish_ci		No	None			🖉 Change	😂 Drop	~	More
	12	type	int(11)			No	None			🥜 Change	😂 Drop	$\checkmark$	More

## **Notification Panel**

	#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra	Action		
	1	si 🔑	int(11)			No	None		AUTO_INCREMENT	🥜 Change	🔵 Drop	🐨 More
	2	notification	text	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	🗢 More
۵	3	sender_id	varchar(200)	latin1_swedish_ci		No	None			🥜 Change	🔵 Drop	🗢 More
0	4	receiver id	text	latin1 swedish ci		No	None			Change	🖨 Drop	🗢 More

Chapter-4

Test Plan

### **4.1 Testing Features**

Feature testing is the process of making changes in software system to add one or more new features or to make modifications in the already existing features. Each of these feature is said to have a characteristics that is designed to be useful, intuitive, and effective.

### **4.1.1 Features to be tested**

Features	Priority	Description					
User Registration	1	User must be register first					
Login	1	After registration, only registered user can login into the system					
Logout	1	Logout from the system.					
Book Mess/House	3	After log in only registered user can book mess from the mess list.					
Add Menu	3	Manager can add menu for the mess.					
Select Meal	3	Mess member can select meal list for order.					
Print	2	Mess Member can export PDF of their total bill from date or month wise					
Vote	2	Members can vote for make a manager.					
Home Owner Registration	1	Home owner must be register for add house.					
Login	1	After registration, only registered home owner can       login					
Add House		Home owner can add house for rent					
Approve Client	3	Home owner can approve user request if any user want to join their house.					

### Here, 1=Low Priority; 2=Medium Priority; 3=High Priority

### 4.2 Testing Strategy

A testing strategy is a general approach to the testing process rather than a method of devising particular system or component tests. Different testing strategies may be adopted depending on the type of system to be tested and the development process used.

### 4.2.1 Testing Approach

A test approach is the test strategy implementation of a project, defines how testing would be carried out. Test approach has two techniques:

• **Proactive** - An approach in which the test design process is initiated as early as possible in order to find and fix the defects before the build is created.

• **Reactive** - An approach in which the testing is not started until after design and coding are completed.

### 4.2.2 Black Box Testing

Black box testing also called functional testing that ignores the internal mechanism of a system or component and focuses on the outputs generated in response to selected inputs and execution conditions. We have decided to perform equivalence partitioning and Boundary value analysis for this system.

### 4.2.3 Equivalence Class Partitioning

In considering the inputs for our equivalence testing, the following types will be used: Legal Input values: Test values within boundaries of the specification equivalence classes. This will be input data the program expects and is programmed to transform into usable values. Illegal Input Values: Test equivalence classes outside the boundaries of the specification. This will be input data the program may be presented, but that will not produce any meaningful output.

### 4.2.4 Boundary Value Analysis

The acceptable range of values for this application was set by the development team. At the time of testing developer will define the boundary value & generate test case for performing the boundary value analysis.

### 4.2.5 White Box Testing

White box testing is a software testing method in which the internal structure /implementation of the item being tested is known to the tester. The tester chooses inputs to exercise paths through the code and determines the appropriate outputs. Programming know-how and the implementation knowledge is essential.

### 4.2.6 Pass/Fail Criteria

The entrance criteria's for each phase of testing must be met before the next phase can commence. Now the criteria's for pass and fail are given below.

• According to the given scenario the expected result need to take place then the scenario will be considered as pass otherwise that criteria should be failed.

• If an item tested 10 times, 9 times perfectly worked and single time do not work properly then it will consider as fail case.

• System crash will be considered as fail case.

• After submitting a query in the system, if expected page won't appear then it will be considered as fail case.

## 4.3 Testing Schedule

Test Phase	Time				
Test Plan Creation	1 week				
Test specification creation	2 week				
Unit Testing	Developing time				
Component testing	1 week				
Test Phase	Time				
Integration Testing	1 week				
User interface testing	1 week				
Load testing	1 week				
Performance Testing	1 week				
Release to Production	1 week				

#### **4.4 Testing Environment**

Testing environment is a setup of software and hardware for the testing teams to execute test cases. In other words, it supports test execution with hardware, software and network configured. For test environment, key area to set up includes

- System and applications
- Test data
- Database server
- Front end running environment
- Operating system
- Browser
- Hardware includes Server Operating system
- Network

• Documentation required like reference documents/configuration guides/installation guides/ user manuals

#### 4.5 Test Cases

It is impossible to build a system without any fault. Sometimes, this fault makes software implementation failure. If we test the system before executing the system it will help us to find the fault of the system. For testing the system, we need to write some test cases.

#### 4.5.1 Log in

Test Case #1	Test Case Name: Log in.
System: Mess Solution	Subsystem: General user, Member and Home owner
Designed By: Azharul Islam	<b>Designed Date:</b> 05.03.19
Executed by: Azharul Islam.	Executed Date: 13.3.19

**Short Description:** The user is registered and trying to log in to the Mess solution website when the system will check validity.

#### **Pre-conditions:**

**1.** When any users tries to go home page or any page, they will be asked to login first.

**2.** Assume that Username is 'naeem123@gmail.com' and password 'zaq12'.

Step	User ID	Password	Expected	Pass/Fail	Comment
			Response		
1	Naeem	123	Wrong username and password	Fail	
2		123	Username can't be blank	Fail	
3	naeem123@gmail.com	123	Invalid password	Fail	
4	Password	1111	Invalid userid	Fail	
5	naeem123@gmail.com		Password can't be blank	Fail	

6			Username and password can't be blank	Fail
7	naeem123@gmail.com	zaq12	Successfully Logged in	Pass
Post co	onditions: Users and Members will su	ccessfully log In	in the system	

# 4.5.2 Required input field in all pages.

Test Ca	ase #2			Test Case Name: Requir	ed input field in
				all pages.	-
System	: Mess Solution			Subsystem: N/A	
Design	ed By: Azharul Islam			<b>Designed Date:</b> 05.03.19	
Execut	ed by: Azharul Islam.			Executed Date: 13.3.19	
Short I	<b>Description:</b> Users fill all the input field	eld and now tryi	ng t	o input a file.	
Pre-co	nditions:				
1. Audi	t person should log in first with his us	sername and pas	swc	ord.	
2. Ever	y input field should have to be filled e	except input file.			
Step	Action	Expected		Pass/Fail	Comment
		Response			
1	All the input field is filled but email	Please fill out			
	title filed is empty	email title			
		field			
2	All the input field is filled.	System will			
		allow to save.			

# 4.5.3 Checking Book a Mess

Test C	Case #3			Test Case Name	: Book a Mess
System	n: Mess Solution			Subsystem: N?A	4
Desigr	ned By: Azharul Islam			Designed Date: (	05.03.19
Execu	ted by: Azharul Islam.			Executed Date:	13.3.19
	<b>Description:</b> Users can book a mess. onditions:				
1. Use	rs should log in first with his username	e and password for	or bo	ok a mess.	
Step	Action	Expected Response	Pa	ass/Fail	Comment
1	Click to a Mess Title	Open a new page with mess details.			
2	Click to "Book Now "button for book	Redirect to Confirm & Submit Link			
3	Click to "Confirm & Submit" button for confirmation	System will show " success" Result			

# 4.5.4 Checking Add Menu For Mess

Test C	Test Case #4			Test Case Name:	Add Menu		
Systen	n: Mess Solution			Subsystem: N/A	Subsystem: N/A		
Design	ned By: Azharul Islam			<b>Designed Date:</b> (	05.03.19		
Execu	ted by: Azharul Islam.			Executed Date: 1	13.3.19		
Short	Description: Manager can Add Menu	for Daily Meal.					
Pre-co	onditions:						
1.	Manager should log in first with his u	username and pas	sswo	rd.			
2.	User who first book a mess he/she co	onsidered as Man	ager	for First Booker.			
Step	Action	Expected	P	Pass/Fail	Comment		
		Response					
1	Click to a Add Menu Section	Manager will					
		able to write					
		menu item					
		and price.					
2	Click to Menu Box and Write "	All fields will					
	Fish " and Price Box Write " 200	filled with					
	Taka	selected list					
3	Click to "submit" Button	"Successfully					
		Added"					
		Message					
		Appeared					

# 4.5.5 Checking Select Meals

Test C	ase #5			Test Case Name	: Select Meals
Systen	n: Mess Solution			Subsystem: N/A	
Design	ed By: Azharul Islam			Designed Date: (	05.03.19
Execu	ted by: Azharul Islam.			Executed Date:	13.3.19
Short	Description: Mess Member will be at	ble to select meal	pe	er day.	
Pre-co	nditions:				
1.	Member should log in first with his u	sername and pas	sw	ord.	
2.	Member should be in a mess for use	this feature.			
Step	Action	Expected		Pass/Fail	Comment
		Response			
1	Click on Select Meal Button.	Member will			
		see a page			
		with meal			
		lists for			
		selection			
2	Select Meal Item Name "Fish"	All fields will			
	And Select Time "Breakfast"	filled with			
		selected list			
3	Click to "submit" Button	"Successfully			
		Added"			
		Message			
		Appeared			

# **4.5.6** Checking export PDF of total bills of members.

Test Ca	ase #6			Test Case Name: E	xport PDF of total
				bills of members.	
System	: Mess Solution			Subsystem: N/A	
Design	ed By: Azharul Islam			Designed Date: 05.03	3.19
Execut	ed by: Azharul Islam.			<b>Executed Date:</b> 13.3.	.19
Short I	Description: Mess Member will be al	ole to Print their	tota	l Bill list in PDF Format.	
Pre-con	nditions:				
1.	Member should log in first with his u	sername and pas	swo	ord.	
2.	Member should be in a mess for use	this feature.			
Step	Action	Expected		Pass/Fail	Comment
		Response			
1	Click on My Orders/ Button.	Member will			
		see a page			
		with Order			
		lists with			
		Total			
		Expenses			
2	Select "Print Preview" Option and	Export as			
	print	PDF			

# 4.5.7 Checking Log in as Home Owner.

Test C	Test Case #7		Test Case Name: Home Owner Login			
System	n: Mess Solution			Subsystem: N/A		
Design	ed By: Azharul Islam			Designed	Date: 05.03.19	
Execut	Executed by: Azharul Islam.			Executed Date: 13.3.19		
Short	Description: The user is registered	and trying to le	og in to t	he Mess so	olution website	when the system
will ch	eck validity.					
Pre-co	nditions:					
1. Ho	me owner should log in first with his	username and j	password			
2. Ho	ome owner should be registered as H	ome owner.				
3. As	sume that password is "rahim123@g	gmail.com" and	password	l is "12345	6"	
Step	Username	rd is "rahim123@gmail.com" and password is "123456"           Password         Expected         Pass/Fail         Comment			Comment	
			Respo	onse		
1	rahim	111	Wron	g		
			passw	ord &		
		Subsystem: N/A         Islam       Designed Date: 05.03.19         Islam.       Executed Date: 13.3.19         'he user is registered and trying to log in to the Mess solution website when the system         d log in first with his username and password.         ld be registered as Home owner.         vord is "rahim123@gmail.com" and password is "123456"         Password       Expected       Pass/Fail       Comment         111       Wrong				
2		111	Invali	d		
			userna	ime		
3	rahim		Invali	d		
			passw	ord		
4	rahim123@gmail.com	123456	Succe	ssfully		
			Logge	ed in		

# 4.5.8 Checking Add House

Test (	Case #7	]	Test Case Name: Add house			
Syster	m: Mess Solution	S	Subsystem: N/A			
Desig	ned By: Azharul Islam	Designed Date: 05.03.19				
Executed by: Azharul Islam.       Executed Date: 13.3.1			3.3.19			
Short	<b>Description:</b> Home owner will	Il be able to add house for rent.				
Pre-co	onditions:					
1. Ho	ome owner should log in first w	ith his username and password.				
2. Ho	ome owner should be registered	as Home owner.				
Step	Action	Expected Response	Pass/Fail	Comment		
1	Go to "Add House" Link	Home owner will able to see eigh	t			
		text field for add details abou	t			
		house				
2	Add House Title	Rahim Cottage				
3	Add City	Dhaka				
4	Add District	Dhaka				
5	Add Area	Kuril				
6	Add Pictures	Must be 2mb or less				
7	House Papers	Must be 2mb or less				
7		12000				
8	Add Amount	12000				

# 4.5.9 Checking Approve client.

Test C	Case #8			Test Case Name:	Approve Client
System	n: Mess Solution			Subsystem: N/A	
Desig	ned By: Azharul Islam			Designed Date: 03	5.03.19
Execu	ted by: Azharul Islam.			Executed Date: 1	3.3.19
Short	<b>Description:</b> Home owner will get b	ook mess request	and a	pprove them.	
Pre-co	onditions:				
1.	Home Owner should log in first wit	h his username an	d pas	sword.	
2.	Home owner should be registered as	s Home owner.			
Step	Action	Expected	P	ass/Fail	Comment
		Response			
1	Click on Approve Client Button.	Home owner			
		will see a list			
		of user			
		request for			
		book			
2	Approve "user3@gmailcom"	Approved			
3	Delete "user2@gmail.com"	Deleted			

Chapter-5 User Manual

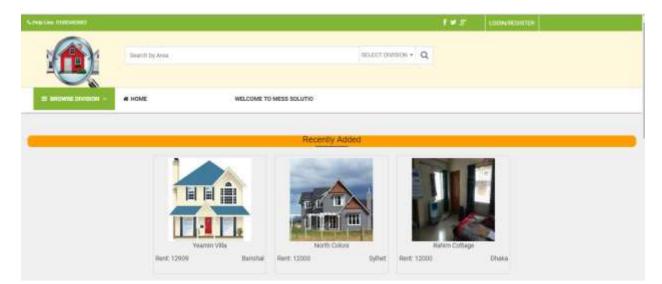
#### 5.1 Log in Page

To enter on Mess Solution Application, user need to authentic herself/himself first. If the person is Manager/Member, then he should specify himself as Member/Manager with his valid username and password. Things is also same for the Home Owner.

Login	
Login As (Role)	
Select Role	
User ID	
User Name	
Password	
Password	
Login	
Forget Password?	

## 5.2 Home Page

The Home Page where all user can visit without log in or register in the system.



### **5.3 Home Owner Registration**

If any home owner want to add house he/she should register first. Home owner registration page is looking like this:

Home Owner S	olgilap
Full Name	
Email	
Email	
Phone No :	
Phone No	
City	
Dhaka	•
District	
Dhaka	•
Area	
Kuril	•
Date of Birth	
ddуууу	
NID No	
NID No	
Password	
Password	
Confirm Password	
Confirm Password	
Submit	

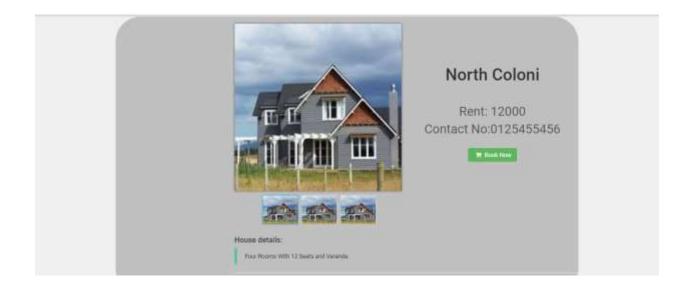
## **5.4 Member Registration**

If any users want to join any mess he/she should register first. Member registration page will be look like this:

	User Signup
Full Name [*]	
Full Name	
Email	
Email	
Phone No :	
Phone No	
City	
Dhaka	
Address	
Address	
NID No	
NID No	
Religion	
Islam	
Password	
Password	
Confirm Passwor	rd
Confirm Passwo	ord

### 5.5 Book a Mess/House

First user needs to be click on a House from House lists. Then Select "Book Now".



Confirm the book By Clicking "Confirm & Submit"

Scheduler (1003)402001			± f ¥ 8°	Ny Poittie
	Search by Area	SELECT DIVISION +	۹	
E BHOWSE DIVISION -	W HOME IE TO MESS SOLUTION, HELP LINE; 01683463663			
	Succes	st		

Success Message will appear.

## **5.6 Home Page of Member**

After login, Member will see the homepage.

	Mess Solution (Member Panel)					
	Welcome! Login Success.					
Select Meal						
My Orders						
Vote						
My Profile						
Changer Passworth						
Logout						

#### 5.7 Meal Order

After joining a mess, member should be able to select daily meal and it will maintained by manager. Select "Item Name" and "Select Time" then submit.

Item Name			
Fish			•
Select Time			
Breakfast			•
	Subm	ıt	

## 5.8 Select Meal Menu (Manager Only)

Manager will only add menu per day and submit it to the system so that member can select the meal.

Menu		
Rice Curry		
Price		
1200		
	Submit	

### 5.9 Manage Member

Manager will approve member after getting the payment or validate the user.

# My Members (Mess ID: Rahim Cottage )

SL	Applicant	House ID	Stat	us
1	Rahim (rahim123@gmail.com)	1	Approved	DELETE
2	Naeem (naeem123@gmail.com)	1	Approved	DELETE

#### **5.10 Member Bills**

Both Member and manager can see their total bills from the starting date.

sl 🔺	Date 🛊	Username 🍦	ltem 🛊	Time 🛊	Price 🔶
1	21-Apr- 2019	rahim123@gmail.com	Beef	Lunch	200
		Total=			200

### **5.11 Print**

Member/Manager can Export a PDF file of total expenses.

# My Orders

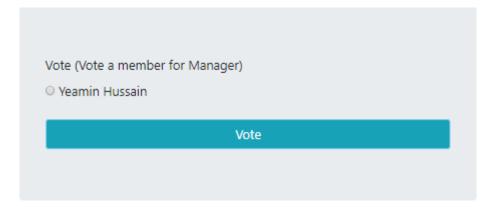
SL	Item	time	Price
1	Beef	Lunch	200
Total=			200

Print Preview



### 5.12 Vote System

Members can vote for select a manager.



## 5.13 Home Owner Homepage

After Login as a home owner, home owner will see home page.

	Mess Solution (Home Owner Section)					
1	Welcome! Login Success.					
My House	Notification:					
Add a House	Sibilitation that requirested for just your house.					
My Profile						
Edit Profile						
My Clients						
Logout						

### 5.14 Add Home

Home owner can add home.

House Title	
City	
Dhaka	•
District	
Dhaka	•
Area	
Kuril	
House Pictures-1	
Choose File No file chosen	
House Pictures-2	
Choose File No file chosen	
House Pictures-3	
Choose File No file chosen	
House Papers	
Choose File No file chosen	
House Details	
House Details	
Price	
Give your Amount	

### 5.15 Edit House Info

#### My House

Serial No:	House Title	District	City	Aira	House Details	Picture	Document	Price	A	tion
1	Rahim Cottage	Dhaka	Dhaka	Kuril	Four Rooms With 12 Seats.		Annual and a second sec	12000	Edit	Delete

## 5.16 Approve Book Request

Home owner can approve book request to his house.

### My Orders

Show 10 • entries Search:						
SL 🔺	Applicant 🝦	House ID 🛊	Date 👙	Phone No:	Status 🛊	Delete 🛊
1	Naeem (naeem123@gmail.com)	1	22-Apr-2019	016985636	Approve	Delete
Showing 1 to 1 of 1 entries					Previous	1 Next

1

Chapter-6 Conclusion

#### **6.1 Project Summery**

This project has been started from December. From that beginning time I have to work hard to know the requirement clearly. After that I proposed a design to them by help of my supervisor. They appreciated and said to start developing the project. Then I started to develop the project. From then I gradually develop the project. To build an mess finder and management software is typically hard. I think storing the data in database neatly is very important. That's why I did this first and made a relationship with the tables. After that I design the UI. This project's UI is very simple and clean which is very help for the user's experience. Then I started coding and executing the project.

If I did not test this project there will stay some bug on this project which will ruin the full project. That why give importance to test this project and then I solved some bug which I got after testing this project.

#### **6.2 Limitations**

It is very hard to develop something without any limitations. This project has some limitations. Limitation are as follows:-

- Not fully responsive
- Not highly secure

#### **6.3 Obstacles and Achievements**

To walk in the good way one's have to face many obstacles. By facing obstacles one will get some achievements. To store the data with financial year wise and to get the data in a correct format was an obstacle for me. Although I have done it by taking help from my supervisor, friends and by searching the solution from google. Some obstacles and achievement are as follow:

• Scope Change: Sometimes I was asked to add some features. Then I had to redesign the system.

It made me sometimes hopeless.

• Resource Deprivation: In some cases I did not get proper resource to handle that situation.

#### **6.4 Future Scopes**

By working with this project, I have learnt many things and meet with some great person. This project will give me some opportunity to work with this type of similar project.

#### **6.5 References**

To complete Mess Solution System, I have taken help from many places. Some references are given bellow:-

- www.google.com
- www.wikipedia.com
- https://github.com/
- https://getbootstrap.com
- www.w3schools.com
- www.php.net
- www.jquery.com
- www.youtube.com